A LITTLE LESS PREP. A LITTLE MORE WONDER.

Consumables

Find a flask, a sheet of writing material or supplies that disappear with use.



How to use. Roll d100 and find the matching range. Read 00 as 100. An asterisk (*) means attunement is required. Reminders are abbreviated; open the linked reference for complete rules.

d100	Consumables	Price / rarity	Quick reminder
01-10	**Acid**	25 gp	When you take the Attack action, you can replace one of your attacks with throwing a vial of Acid.
11-19	**Alchemist's Fire**	50 gp	When you take the Attack action, you can replace one of your attacks with throwing a flask of Alchemist's Fire.
20-28	**Antitoxin**	50 gp	As a Bonus Action, you can drink a vial of Antitoxin to gain Advantage on saving throws to avoid or end the Poisoned condition for 1 hour.
29-37	**Candle**	0.01 gp	Burns 1 hour; Bright Light 5 ft, then Dim Light 5 ft.
38-46	**Holy Water**	25 gp	When you take the Attack action, you can replace one of your attacks with throwing a flask of Holy Water.
47-55	**Oil**	0.1 gp	One flask of fuel; also has separate dousing and burning uses. Read the card before using it in combat.
56-64	**Paper**	0.2 gp	One sheet; about 250 handwritten words.
65-73	**Parchment**	0.1 gp	One sheet; about 250 handwritten words.
74-82	**Perfume**	5 gp	Apply: for 1 hour, Advantage on Persuasion checks to influence an Indifferent Humanoid within 5 feet.
83-91	**Poison, Basic**	100 gp	As a Bonus Action, you can use a vial of Basic Poison to coat one weapon or up to three pieces of ammunition.
92-00	**Rations**	0.5 gp	One day of travel-ready food.

Your table, your treasure. Custom selection odds, independent of value, rarity and challenge rating. Each result has a 9% or 10% chance; earlier rows receive the remaining outcomes. One named profile or its stated bundle per result. Prices are references, not guaranteed resale proceeds.

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